

THE OFFICIAL COMIC BOOK MAGAZINE!

RESIDENT EVIL™

**Four
Complete
Stories!**

Includes:

JIM LEE COVER

**RESIDENT EVIL
PRODUCER INTERVIEW**

CHARACTER DESIGNS

\$4.95 U.S. / \$7.50 CANADA

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Introduction

RESIDENT EVIL™

Welcome, dear reader, to the world of survival horror, the world of Resident Evil. The magazine you hold in your hands is the result of a unique collaboration between the worlds of comics and video games, creating something we hope is totally new.

The idea for this magazine was initially hatched by my friend and colleague Ted Adams, who, like myself, has a mania for video games. When Resident Evil was released, we were immediately struck by its unique gameplay and spooky feel, and thought the subject matter would naturally lend itself to the comic format.

Once we saw the runaway success of the game (which went on to sell in excess of 4 million copies worldwide), we knew that there was a groundswell of interest in the world of Resident Evil. In fact, Resident Evil 2 has already shattered all records for PlayStation games, totaling almost 400,000 copies sold in its debut weekend. Thanks to the kind cooperation of Kenichi Tanaka and Don Friedman at Capcom, and the invaluable help of Marc Mostman and Dan Kletzky of Entertainment Licensing Associates, our dream of a comic book magazine has been realized. We've also produced some cool Resident Evil merchandise — check out our ad in this issue.

So now the fruits of our labor rest with you. Prepare to be scared senseless as you are led through four Resident Evil stories wrought by horrorsmiths D'Anda, Irwin, Bermejo, Odagawa, and Tighe. Go behind the scenes with an interview with Shinji Mikami, Resident Evil producer. Get a peek at the original Japanese character sketches for Resident Evil 2. But most of all, just enjoy being swept up in the most dynamic and fully realized world of horror ever created — the world of Resident Evil.

— Kris Oprisko

P.S. We welcome your comments and suggestions. Contact us at:

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c/o WildStorm Productions
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JIM LEE AND WILDSTORM PRODUCTIONS PRESENT

A RESIDENT EVIL STORY

"S.T.A.R.S. FILES"

AT EASE,
WESKER.

YOUR NEXT
ASSIGNMENT IS IN
RACCOON CITY. THE CITY
HAS BEEN EXPERIENCING
A SERIES OF MYSTERIOUS
MURDERS, AND THE PUBLIC
IS IN AN UPROAR. I WANT
YOU TO FIELD A S.T.A.R.S.
TEAM, FIND OUT WHAT'S
GOING ON, AND
ELIMINATE IT.

THE
ONLY S.T.A.R.S.
AGENT CURRENTLY
IN RACCOON CITY IS
JOSEPH FROST.
HE'LL BRING YOU
UP TO SPEED.



TED ADAMS
STORY

RYAN ODAGAWA
PENCILS

MARK IRWIN
INKS

WILDSTORM FX
COMPUTER COLOR

AMIE GRENIER
LETTERS



HOLDEN. IT WENT AS
WE HOPED. THEY'RE SENDING ME
TO RACCOON CITY TO INVESTIGATE THE
MURDERS. UMBRELLA CAN EXPECT A FULL
REPORT AS SOON AS I HAVE A CHANCE
TO RECRUIT THE MEMBERS OF THE TEAMS.

Wesker--Umbrella Report 1.03.

I've picked the members of both teams according to the specifications that you provided. These teams will allow us to accomplish both of your goals.

Now that the Raccoon City Police Department has sent in S.T.A.R.S. to investigate, the public should calm down. Of course, they won't know that you actually control the Chief of Police, Brian Irons, and the actions of S.T.A.R.S. in Raccoon City.

**BIZARRE MURDERS
COMMITTED IN
RACCOON CITY**

POLICE - DO NOT

S.T.A.R.S. will also be available in case the T-Virus experiments get out of hand. We can control the situation and I'll make sure no one ever finds out.

Barry Burton will act as the second-in-command on the Alpha team and as the weapons expert.

He can be easily manipulated into serving our purposes. I know his weaknesses. I know how to twist his arm if necessary.



ENRICO MARINI



The Bravo team will be led by Enrico Marini. He's got the most field experience, and he doesn't seem to be afraid of anything.

Richard Aiken is our communications expert. I think he could reach China with a CB radio.

RICHARD AIKEN



Our resident medic is Rebecca Chambers. She'll be worthless in a fight, but she's trained in emergency medicine.

And in case the T-Virus gets out, I've recruited one of S.T.A.R.S.'s best chemists, Kenneth J. Sullivan.

REBECCA CHAMBERS



FOREST SPEYER



The team's sniper is Forest Speyer. He's never missed a shot.

KENNETH J. SULLIVAN



Frost.jpg



I'm going to lead the Alpha team. I've assigned Joseph Frost to my team. He's the only one who knows anything about Raccoon City, and I want to be able to keep an eye on him. He's also our vehicle expert.

Vickers.jpg



Brad Vickers is the computer expert and also our resident coward. He's known as "Chickenheart" because he runs at the first sign of danger.

Redfield.jpg



Chris Redfield is an old friend of Burton's. He was kicked out of the Air Force for insubordination. Apparently he was on a top secret mission and one of the members of his team was injured. His superiors ordered him to leave the man behind, but Redfield refused.

Valentine.jpg



Burton also recommended Jill Valentine. He tells me she's the "Master of Unlocking."



The Raccoon City Police Department is sending in the Bravo team to investigate Raccoon Forest. Don't worry about them finding anything.

This team's too green to cause any problems, and I've made sure they'll have a little engine trouble on the way. That should distract them from actually discovering anything.

Things are going just as we planned. Wesker, out.

Dear Ada,

May 4, 1998

The T-Virus research continues. We're seeing unexpected effects when it's introduced into different types of living material. Instead of increasing the subject's strength and healing ability, some subjects actually begin to deteriorate.

I think I can correct the problem, and I'm still hopeful that my work may lead to a significant breakthrough in cancer research. In any case, it may be years before we're ready to start working with human subjects.

I could really use your help---I'm still pushing Albert to give you a security clearance so you can join my team. My life completely changed when I came to Raccoon City and met you. Looking back, it seems like I spent my whole life preparing for this job...

JIM LEE AND WILDSTORM PRODUCTIONS PRESENT
A RESIDENT EVIL STORY
"WHO ARE THESE GUYS?"

TED ADAMS
STORY
TAD EHRLICH
COMPUTER COLOR

CARLOS D'ANDA
PENCILLER
AMIE GRENIER
LETTERING

MARK IRWIN
INKER
KRIS OPRISKO
EDITOR

ARMANDO
DURRUTHY
INK ASSIST



Ever since high school, I always knew I'd end up with a career in science. But I never dreamed that it could lead me to someone like you.



Even at BIT, I spent all my time on bio-engineering and the properties of white and red blood cells--work that I still do for Umbrella.



My doctoral thesis on bio-engineering cures for viral blood infections led to several Presidential appointments, but the government moved too slowly for my taste.



We were always waiting for funding or approval from some bureaucrat. Plus, I hate making speeches and shaking hands.



Getting an offer from Umbrella seemed perfect--it was privately funded and I could continue the research I'd started at BIT. But the best part has turned out to be meeting you.

May 10, 1998. Subject MA-39.
Since introducing the T-Virus into
the subject's blood stream over a
month ago, we have continued to see
signs of physical deterioration.

Today the subject is showing
signs of unprovoked aggression.
We've administered sedatives and
seem to have it under control.



Dear Ada,

May 16, 1998

I'm glad now that I couldn't get you on my team. Things have taken a turn for the worse. The T-Virus has turned subject MA-39 into some kind of monster.

The previous physical deterioration gave way to an unexplained increase in strength and aggression that seems linked to a decrease in brainwave activity. It broke its restraints and escaped from the lab. I pray that it doesn't reach the city.



I seem to be coming down with some kind of flu. Things are so hectic that I don't have time to take care of myself and the MA-39 disaster has me too worried to sleep. I feel run down all the time and my body is beginning to show the results.



May 17, 1998. Subject FI-3.
Subject received T-Virus on April 6.
All vital signs remained unaffected
until today.



Today, the subject began to show some
physical deterioration, including a
rapid loss of epidermal layers.



Why has it taken this subject so
long to be affected by the T-Virus?
If we can determine why each subject
reacts differently, it could lead to
a breakthrough.

Dear Ada,

May 31, 1998

I'm scared. Somehow, people in the compound have been exposed to the T-Virus. I don't understand how this could have happened, but it has.

I'm starting to feel paranoid. Have I been infected? Who are the strange men I can feel watching over me? What is the T-002 subject? Have they tricked me into working on some kind of biological weapon?

We're testing everyone in the compound. We'll know the results within a week. I won't be able to live with myself if you've been infected by something I worked on.

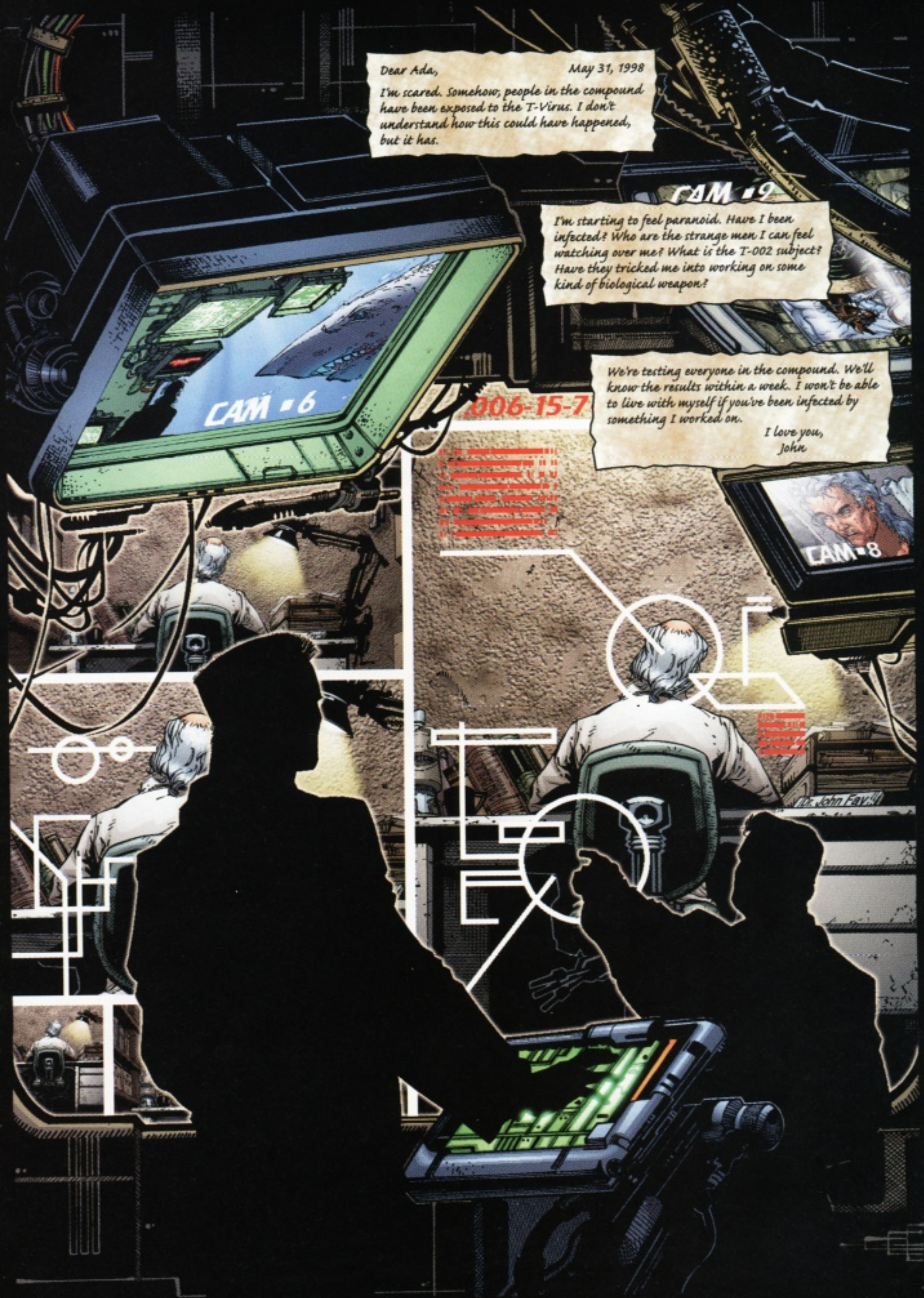
I love you,
John

006-15-7

006-15-7

CAM #8

Dr. John Favre



Dear Ada,

June 8, 1998

By the time you read this, I'll be something... different. Today's test turned out positive, just as I expected.

6/8/98
Dear Ada,

By the time you read this
I'll be something
Today's test
Ada, you're not

Ada, you're not infected and I hope you never will be. Take the material in the Visual Data Room and go to the Power Room to operate the Triggering System before you escape. And make all this public through the media.

All the locks can be opened by the security system. You can access the system if you log in with my name from the terminal in the small lab and enter your name as the password. To unlock the door at B2 where the Visual Data Room is located, you'll need to access it with our names first and then enter another password.

I've written the code below. I'm sure you'll understand it easily.

And this is my last hope--if you find me completely changed, please kill me yourself.

PASSWORD= **ARM**

Der ADDa, Joon 39, 19998
I sorry. I tri help. I luvv....

BZZZ!

BZZZ!

SMASH!







RESIDENT EVIL™

An Interview With Shinji Mikami

- Resident Evil Producer

WS: What were your goals with Resident Evil?

Mikami:

I really wanted to make the game as scary as possible. When I first started developing the game concept, I considered giving it a ghost story or suspense thriller theme, but those ideas didn't go anywhere.

I wanted the game to present the player with something visible that could actually confront and threaten him. The player had to feel scared, as if something was waiting for him around the next corner. I believed the player could simultaneously feel fear and enjoy playing the game.

I also wanted to let the player fight the fear in his own way. And when a critical, desperate situation arose, I wanted the player to be able to blow the enemy to pieces!

WS: How did you decide on using zombies as the enemies?

Mikami:

I may have been inspired by the zombies in George Romero's Night of the Living Dead, which I used to watch when I was in junior high. In the movie, the zombies are walking human corpses that live on human flesh. It's scary because the zombies will attack you for no other reason than to eat your flesh. The gruesomeness of the deaths made one viewer involuntarily scream, "Don't come near me!"



WS: Are there any characters that got cut out?

Mikami:

There are five main characters in the final game: Chris, Jill, Barry, Rebecca, and Wesker. Two of the original characters are missing from this group.

One was a muscular Caucasian man who looked like a hardened war veteran. His right eye had been lost in battle, and in its place he wore an infrared scope. He was reliable, knowledgeable about all types of heavy weaponry, and far stronger than an ordinary man. Initially, this character had a scene in which he held up an entire ceiling and prevented it from crashing down. He was redesigned, and now appears as Barry — with a completely different appearance.

Another person who disappeared from the game was a tall, skinny African-American man. He was a very humorous character, designed to make players laugh even in the midst of horror.

WS: What's the difference between the U.S. and Japanese versions of Resident Evil?

Mikami:

The title of the game is Bio Hazard in Japan and Resident Evil in the U.S. The U.S. title was created by the staff of Capcom USA after they reviewed the contents of the game.

The U.S. version is more difficult than the Japanese version, so much so that even the R&D staff couldn't make it to the end of the game unless they played very carefully. The U.S. staff asked us to create this more difficult version so that the game could be rented in the U.S. If the game could be completed in a few days, fewer units of the game would sell.



WildStorm Interpretation Of
Unused Resident Evil Characters
- Art By Carlos D'Anda

MAIN DEBRIEFING ROOM,
S.T.A.R.S. HEADQUARTERS.

IT'S BEEN TWO DAYS SINCE
THE DISASTROUS MISSION
AT THE MANSION.

JIM LEE AND WILDSTORM PRODUCTIONS PRESENT

A RESIDENT EVIL STORY

DANGEROUS SECRETS

KRIS OPRISKO & TED ADAMS
PLOT/SCRIPT PLOT

CARLOS D'ANDA **MARK IRWIN**
PENCILS INKS

WILDSTORM FX **AMIE GRENIER**
COMPUTER COLOR LETTERS

ALL RIGHT
PEOPLE, LET'S GET DOWN
TO BUSINESS. WE LOST A LOT
OF GOOD PEOPLE IN THE LAST
FEW DAYS. MY JOB IS TO ENSURE
THAT NOTHING LIKE THIS EVER
HAPPENS AGAIN.

WE'VE GOT
A LOT TO COVER,
SO LET'S GET
STARTED.

A WEEK AGO, WE GOT A REQUEST FOR HELP FROM THE RACCOON CITY POLICE DEPARTMENT. MYSTERIOUS DEATHS HAD BEEN REPORTED IN AND AROUND THE TOWN, DEATHS THAT THE LOCAL AUTHORITIES WERE AT A LOSS TO EXPLAIN.



BRAVO TEAM WAS SCRAMBLED, BUT AS SOON AS THEY ENTERED THE RACCOON CITY FOREST, THE ENGINE FAILED. REBECCA CAN FILL US IN ON WHAT HAPPENED THEN.



WE ALL SURVIVED THE CRASH, BUT WERE IMMEDIATELY ATTACKED BY HORRIBLY MUTATED BEASTS. WE MADE A DASH FOR THE MANSION. ONCE INSIDE, BRAVO LEADER MARINI HAD US SPLIT UP TO EXPLORE THE BUILDING. I WONDER NOW WHOSE SIDE HE WAS ON. BARRY?

EASY, REBECCA. BARRY'LL HAVE HIS SAY LATER.

RADIO CONTACT WITH BRAVO TEAM WAS LOST, SO ALPHA TEAM WAS SENT IN.



BARRY, JILL, WESKER, AND I MADE IT TO THE MANSION IN ONE PIECE. WE HAD NO WAY OF KNOWING THAT BRAVO TEAM WAS INSIDE, BUT UNFORTUNATELY IT DIDN'T TAKE LONG FOR US TO FIND OUT...

I HAD BEEN EXPLORING THE HOUSE FOR ONLY A FEW MINUTES WHEN I FOUND KENNETH...OR WHAT WAS LEFT OF HIM.

I KNEW THEN WE HADN'T FOUND SANCTUARY AFTER ALL. WE'D WANDERED INTO A DEATHTRAP.

I HEARD A SCREAM FROM UPSTAIRS WHILE CHRIS WAS GONE, SO I DECIDED TO INVESTIGATE.

FOREST'S BODY WAS ON THE PORCH UPSTAIRS. HIS EYES WERE GOUGED OUT. I BARELY ESCAPED THE SAME FATE MYSELF.



LATER ON I FOUND RICHARD. HE'D BEEN BITTEN BY A HUGE, MUTATED SNAKE. I TRIED TO SAVE HIM, BUT HE DIED IN MY ARMS.



AS I WENT THROUGH THE MANSION AND FOUGHT ALL THE HORRIFIC CREATURES IN THERE, I DIDN'T HOLD OUT MUCH HOPE OF FINDING ANYONE ALIVE. I WAS OVERJOYED TO SEE ENRICO, BUT JUST AS HE WAS ABOUT TO TELL ME WHO OUR BETRAYER WAS, HE WAS SHOT IN THE HEAD RIGHT BEFORE MY EYES!

BLAM



THAT BASTARD WESKER...

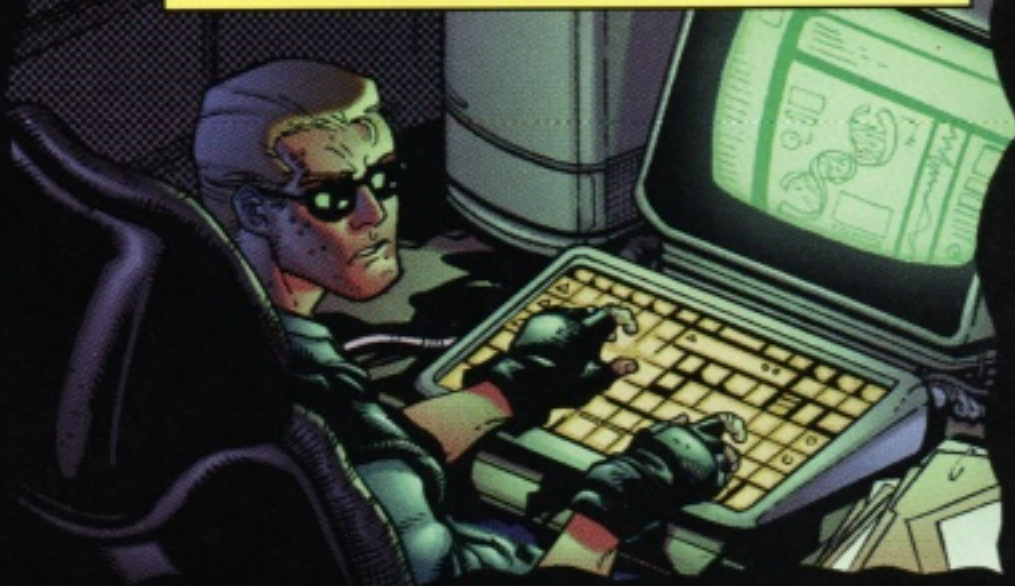




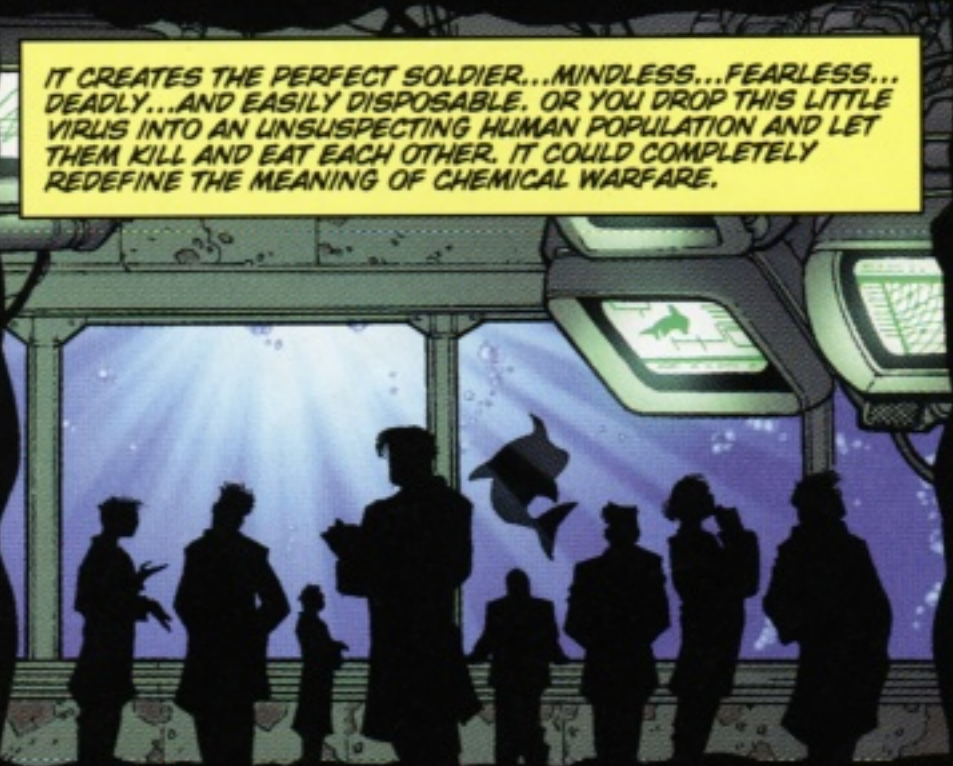
WITH EVIDENCE FOUND BY JILL AND MYSELF SCATTERED THROUGHOUT THE MANSION, COUPLED WITH THE LITTLE INFORMATION BARRY HAS BEEN ABLE TO PROVIDE, I'VE PIECED TOGETHER WHAT TOOK PLACE.

AS WE NOW KNOW, WESKER WAS PRETTY MUCH BEHIND THIS WHOLE DEBACLE. HE WAS A PLANT IN THE S.T.A.R.S. PROGRAM WHO REPORTED DIRECTLY TO UMBRELLA.

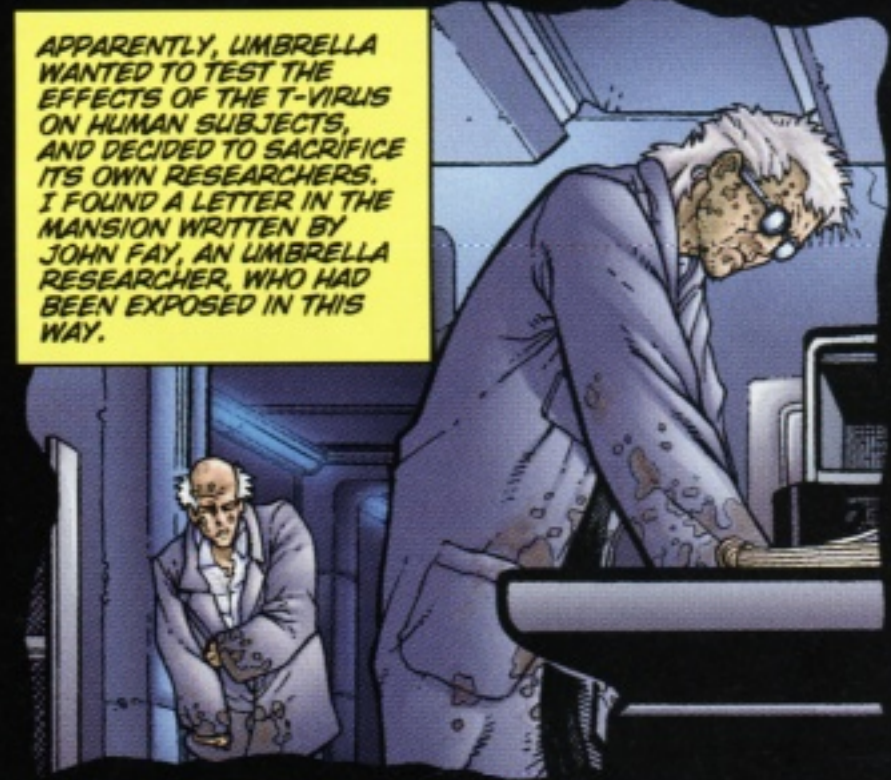
THE UMBRELLA ORGANIZATION IS A SHADOWY GROUP DEDICATED TO CREATING BIOGENETIC SUPERSOLDIERS. THEY SET UP A TOP SECRET LABORATORY IN RACCOON CITY--A SUITABLY QUIET BASE FOR THEIR RESEARCH.



THEY STUMBLED ON A METHOD OF MUTATING GENETIC MATERIAL BY EXPOSING IT TO AN ARTIFICIALLY SYNTHESIZED VIRUS KNOWN AS THE T-VIRUS. HUMANS OR ANIMALS EXPOSED TO THE VIRUS GO THROUGH A PROCESS OF DEGENERATION LEADING TO BRAIN DEATH, WHILE RETAINING CONTROL OF THEIR MOTOR PROCESSES. THEY BECOME "ZOMBIES." THE VIRUS ALSO BOOSTS THE STRENGTH, RESILIENCE, AND AGGRESSIVENESS OF ITS HOST A HUNDREDFOLD.



IT CREATES THE PERFECT SOLDIER...MINDLESS...FEARLESS... DEADLY...AND EASILY DISPOSABLE. OR YOU DROP THIS LITTLE VIRUS INTO AN UNSUSPECTING HUMAN POPULATION AND LET THEM KILL AND EAT EACH OTHER. IT COULD COMPLETELY REDEFINE THE MEANING OF CHEMICAL WARFARE.



APPARENTLY, UMBRELLA WANTED TO TEST THE EFFECTS OF THE T-VIRUS ON HUMAN SUBJECTS, AND DECIDED TO SACRIFICE ITS OWN RESEARCHERS. I FOUND A LETTER IN THE MANSION WRITTEN BY JOHN FAY, AN UMBRELLA RESEARCHER, WHO HAD BEEN EXPOSED IN THIS WAY.



ONCE HUMANS WERE EXPOSED, THE SUBJECTS GOT OUT OF CONTROL AND ESCAPED FROM THE COMPOUND. DRIVEN BY BLOODLUST, THEY START TERRORIZING THE TOWN...



...NECESSITATING THE INTERVENTION OF A S.T.A.R.S. CONTAINMENT TEAM--PICKED, OF COURSE, BY THEIR MAN WESKER.



I'D GUESS THAT UMBRELLA WANTED TO TEST THE EFFECTIVENESS OF THEIR T-VIRUS BIOGENETIC SUPERSOLDIERS, AND THE TYRANT, AGAINST A TEAM OF TRAINED PROFESSIONALS. WE WERE NOTHING BUT GUINEA PIGS FOR THEIR TWISTED RESEARCH.



THIS EXPLAINS WHY THE MORE INEXPERIENCED BRAVO TEAM WAS SENT IN FIRST. THEY WERE BASICALLY A WARM-UP TO THE MAIN EVENT.

UNFORTUNATELY, WE HAD TO DISCOVER WESKER'S BETRAYAL THE HARD WAY--BATTLING FOR OUR LIVES WITH MANY OF OUR TEAMMATES ALREADY DEAD. WHEN JILL CONFRONTED HIM IN THE MANSION, HE LOCKED HER IN A CELL.

WATCH YOUR BACK--HE'S PROBABLY STILL CLOSE BY.





HUH? BUT
CHRIS, IT WAS
YOU...

NOT NOW,
JILL. WE'VE STILL
GOT MOST OF THE
MISSION TO
RECAP.



WHAT IS HE
TALKING ABOUT?
I FOUND HIM IN
THE CELL!

ANYWAY, I HAD ALREADY FOUND
REBECCA BY THIS TIME, SO BOTH
OF US HEADED TOWARDS WHAT
SEEMED LIKE THE CONTROL
ROOM, ONLY TO BE CONFRONTED
BY WESKER HIMSELF.

BEFORE I HAD TIME TO REACT,
HE UNLOADED HIS PISTOL RIGHT
INTO REBECCA. I THOUGHT SHE
WAS DONE FOR.



LUCKY FOR ME, I HAD ON MY KEVLAR VEST.
THE FIRST THING A GOOD MEDIC LEARNS IS
THAT YOU'VE GOT TO KEEP YOURSELF ALIVE
IF YOU'RE GONNA HELP ANYONE ELSE.



WESKER DRAGGED ME INTO THE
CONTROL ROOM, WHERE I CAUGHT
MY FIRST GLIMPSE OF TYRANT. HE
DEACTIVATED THE STASIS TUBE,
BUT TYRANT WAS TOTALLY OUT OF
CONTROL. HE SKEWERED WESKER
BEFORE THE WEASEL COULD EVEN
THINK ABOUT GETTING AWAY. AT
LEAST HE GOT WHAT HE DESERVED.

I KNEW I WAS IN BIG TROUBLE. ONE SWIPE OF THAT CLAW WOULD HAVE MEANT CURTAINS FOR ME. ALL I COULD DO WAS KEEP ON FIRING AND PRAY THAT I HAD ENOUGH FIREPOWER TO BRING THE CREATURE DOWN.

IT TOOK OVER A DOZEN SHOTS OF MY .10 GAUGE TO KILL IT. THANK GOD I'D STOCKPILED ALL THAT AMMO.





REBECCA
AND I ARMED
THE MANSION'S
SELF-DESTRUCT
SYSTEM...

AFTER
SPRINGING JILL
FROM HER CELL,
OF COURSE.

WHATEVER!

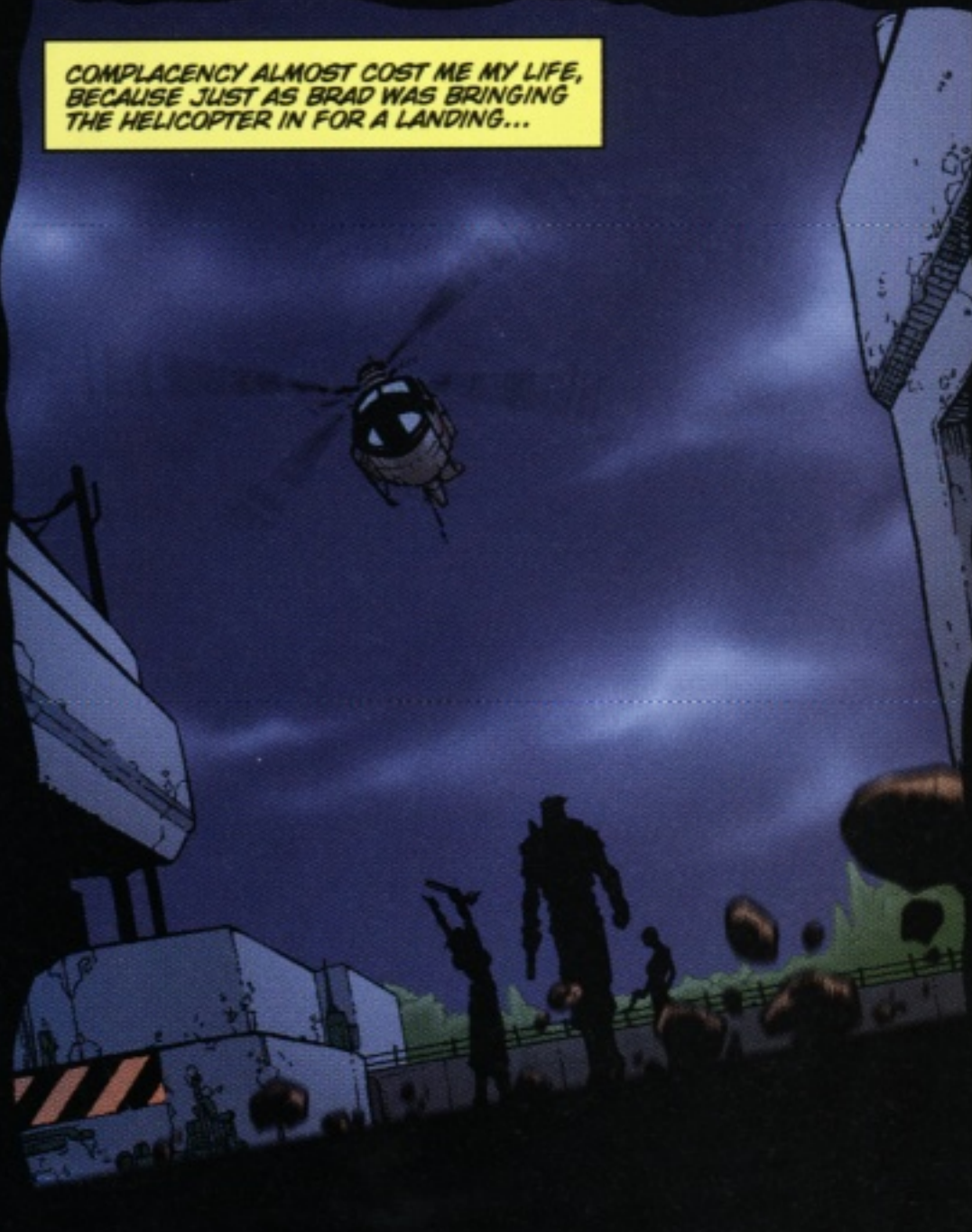
I RECEIVED A RADIO
COMMUNICATION
FROM ALPHA TEAM
PILOT, BRAD. HE WAS
ON HIS WAY WITH THE
HELICOPTER TO GET
US OUT OF THERE.

PREPARE
FOR EXTRACTION.
ETA TWO MINUTES
FORTY-EIGHT
SECONDS...

ON THE WAY TO THE HELIPORT, WE
HEARD A HORRIFYING GROWL, SO
REBECCA AND JILL SENT ME ON
AHEAD WHILE THEY INVESTIGATED.

I GRABBED A FLARE TO GUIDE BRAD IN,
AND HEADED FOR THE ROOF. JILL AND
REBECCA HADN'T SHOWN UP YET, BUT
THE SELF-DESTRUCT WASN'T SET TO
GO OFF FOR ANOTHER FIVE MINUTES.

COMPLACENCY ALMOST COST ME MY LIFE,
BECAUSE JUST AS BRAD WAS BRINGING
THE HELICOPTER IN FOR A LANDING...



A SHOCK WAVE TOSSED ME
IN THE AIR, BUT I GOT A GOOD
VIEW OF WHAT Faced ME.

UMBRELLA HAD COME SO CLOSE TO ACCOMPLISHING
THEIR GOALS. AS IF THE DANGERS WE ENCOUNTERED
IN THE MANSION WEREN'T DANGEROUS ENOUGH, THEY
HAD ALSO CREATED THIS--THE TYRANT.

AUGMENTED BY THE RAVAGES OF A VIRULENT T-STRAIN,
THE TYRANT WAS TRULY PROVING TO BE THE ULTIMATE
SOLDIER. MY BATTLE WITH HIM DOWNSTAIRS ONLY
MANAGED TO TEE HIM OFF.

CRASH!!!



I FIRED EVERY ROUND I HAD AT THE THING, BUT IT JUST KEPT COMING. IT SWIPED ME A FEW TIMES, BUT I MANAGED TO GET AWAY. I WAS TIRING FAST, THOUGH...



BRAD SAW MY PREDICAMENT AND TOSSED ME HIS ROCKET LAUNCHER.



TYRANT WAS ADVANCING FAST, BUT I ARMED THE LAUNCHER AND FIRED.



GAME OVER!

BAM

EVEN IT COULDN'T STAND UP TO A CONCUSSIVE ANTITANK MISSILE. THE EXPLOSION BLEW IT TO BITS.



JILL AND REBECCA WERE ALREADY HEADED FOR THE 'COPTER. MY FIGHT WITH TYRANT HAD TAKEN LONGER THAN I THOUGHT-- WE ONLY HAD SECONDS UNTIL THE MANSION BLEW.



WE WERE SAFELY AWAY WHEN IT WENT UP. FIRST THERE WAS A DEEP RUMBLE, THEN THE SKY LIT UP WITH FIRE.

WE LOST TOO MANY GOOD SOLDIERS THERE.



THAT BRINGS US UP TO DATE.

WAIT! BEFORE WE GO ANY FURTHER, I WANT TO ADDRESS THE SITUATION WITH BARRY. HE WAS THE ONLY ONE OTHER THAN WESKER WHO KNEW UMBRELLA WAS SECRETLY CONTROLLING THE S.T.A.R.S. AGENDA.

WHAT?!? BARRY, HOW COULD YOU!



YOU'RE MY FRIEND.
HOW COULD YOU
BETRAY US?

CHRIS! STAND DOWN!
BARRY KNOWS HE SCREWED
UP. HE SAVED ME A COUPLE
OF TIMES IN THE MANSION.
I TRUST HIM.

BARRY, FILL
THE GROUP IN ON
WHAT YOU TOLD
ME EARLIER.

I KNEW WESKER WAS WORKING
FOR UMBRELLA. HE NEVER TOLD
ME THE T-VIRUS WAS BEING
DEVELOPED FOR MILITARY USE.
I WAS UNDER THE IMPRESSION
THAT ADVANCED DISEASE
RESEARCH WAS BEING CONDUCTED.



I INTENDED TO TURN WESKER IN,
BUT HE THREATENED MY FAMILY.

WESKER COVERED HIS TRACKS PRETTY
WELL, BUT THERE ARE INDICATIONS IN
HIS NOTES THAT THERE WAS ANOTHER
EXPERIMENTAL PROJECT GOING ON--
THE G-VIRUS.

MY INFORMATION ON THE G-VIRUS IS
EXTREMELY LIMITED. ALL I CAN SAY
FOR SURE IS THAT, IF IT'S PERFECTED,
IT'LL MAKE THE T-VIRUS SUBJECTS
LOOK TAME IN COMPARISON.



UNLIKE THE T-VIRUS,
THIS STRAIN SEEMS
TO BE TRANSMITTED
FROM AN INFECTED
HOST TO OTHER
BEINGS DIRECTLY.



AN EFFECTIVE STRIKE
AGAINST THE FIRST
WAVE OF HOSTS COULD
WIPE THE VIRUS OUT,
BUT IT WON'T BE EASY.



AND JILL, THEY'RE COMING DOWN HARD ON US. WE'RE SUPPOSED TO SEE THE S.T.A.R.S. SHRINK AND AWAIT FUTURE ORDERS.



WHA...! BUT WE'VE GOT TO STOP UMBRELLA! HAVE OUR TEAMMATES DIED FOR NOTHING?

DON'T SWEAT IT, JILL. THIS IS AN OPPORTUNITY FOR US TO INVESTIGATE THOSE RUMORS ABOUT THE EUROPEAN UMBRELLA HQ.



AS FOR RACCOON CITY, SOMEONE HAS ALREADY BEEN ASSIGNED TO TAKE OVER OUR CASELOADS. OFFICER LEON KENNEDY SHOULD BE ARRIVING IN A COUPLE OF DAYS.



HE'S SUPPOSED TO BE REALLY GOOD, BUT NOBODY CAN LAST LONG AGAINST A TOWN FULL OF ZOMBIES. LET'S HOPE FOR HIS SAKE THAT EVERYTHING REMAINS QUIET.



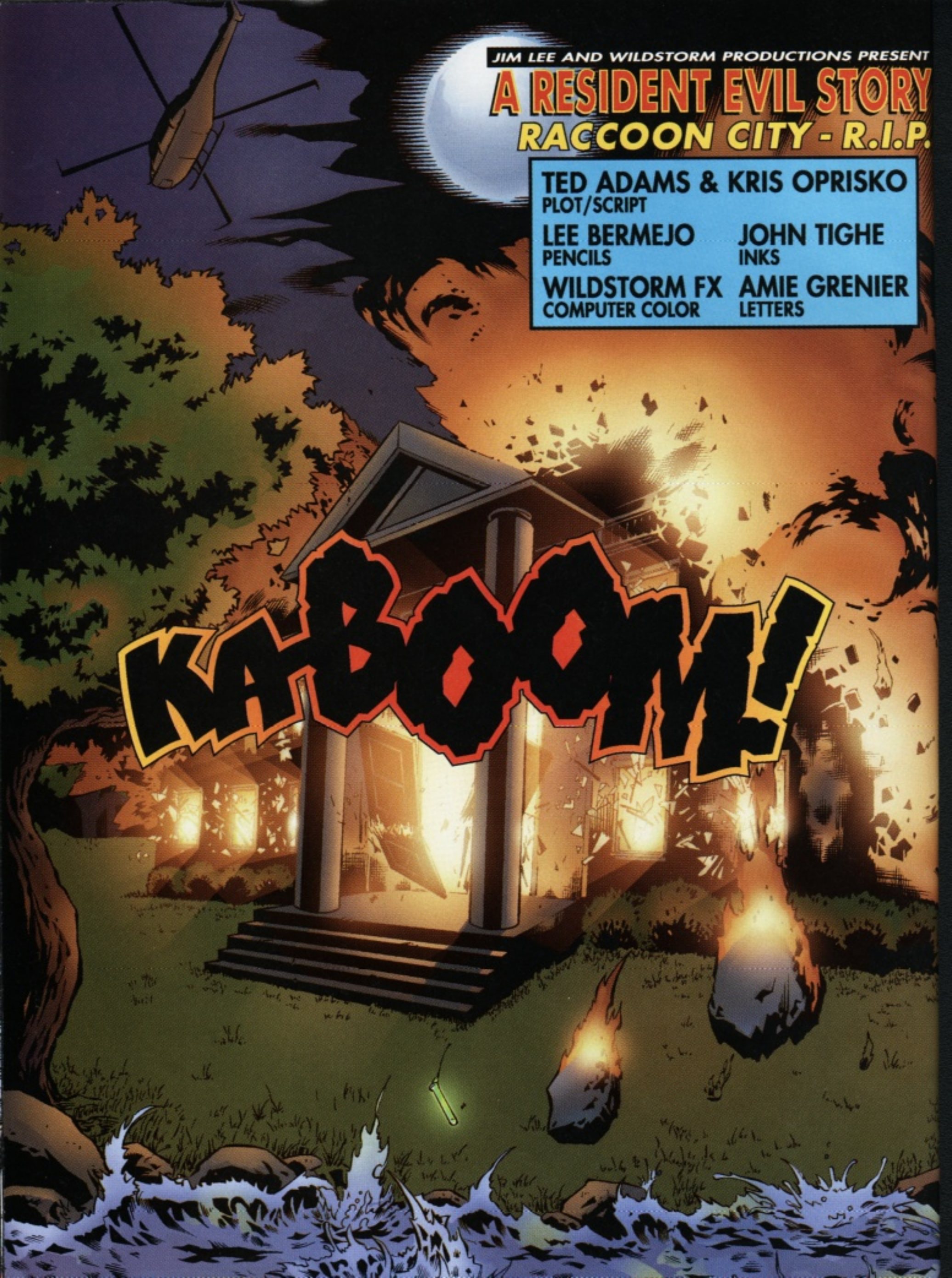
LATER.

I'VE STILL GOT A BAD FEELING ABOUT THIS WHOLE MESS. HOPEFULLY, JILL AND I CAN ANSWER SOME QUESTIONS IN EUROPE, BUT FIRST I'VE GOTTA CONTACT MY SISTER CLAIRE.



LAST SHE HEARD I WAS IN RACCOON CITY, AND SHE'S JUST CRAZY ENOUGH TO TRY AND FIND ME.



The background of the cover is a dramatic illustration. In the upper left, a military helicopter flies against a dark, cloudy sky. A large, full moon is positioned in the upper right. The central focus is a classical-style temple with columns, which is engulfed in intense orange and yellow flames. Debris is flying through the air around the burning structure. In the foreground, there's a body of water with white-capped waves. A glowing green biohazard symbol is visible in the water near the bottom center. The overall color palette is dominated by the warm tones of the fire and the cool blues and greys of the night sky and water.

JIM LEE AND WILDSTORM PRODUCTIONS PRESENT

A RESIDENT EVIL STORY

RACCOON CITY - R.I.P.

TED ADAMS & KRIS OPRISKO
PLOT/SCRIPT

LEE BERMEJO
PENCILS

JOHN TIGHE
INKS

WILDSTORM FX
COMPUTER COLOR

AMIE GRENIER
LETTERS

KABOOM!

...ACCORDING TO RACCOON CITY POLICE CHIEF BRIAN IRONS, EVERYTHING IS NOW UNDER CONTROL AT UMBRELLA...



...THE INDUSTRIAL ACCIDENT HAS BEEN CONTAINED AND REPORTS OF THE CITY'S WATER SUPPLY BEING CONTAMINATED ARE FALSE...



...IN OTHER NEWS, RACCOON CITY HEALTH OFFICIALS ARE REPORTING AN OUTBREAK OF A NEW FLU VIRUS...

...SYMPTOMS INCLUDE CHRONIC FATIGUE AND SEVERE SKIN IRRITATION. ANYONE WITH THESE SYMPTOMS ARE URGED TO SEE THEIR DOCTOR...

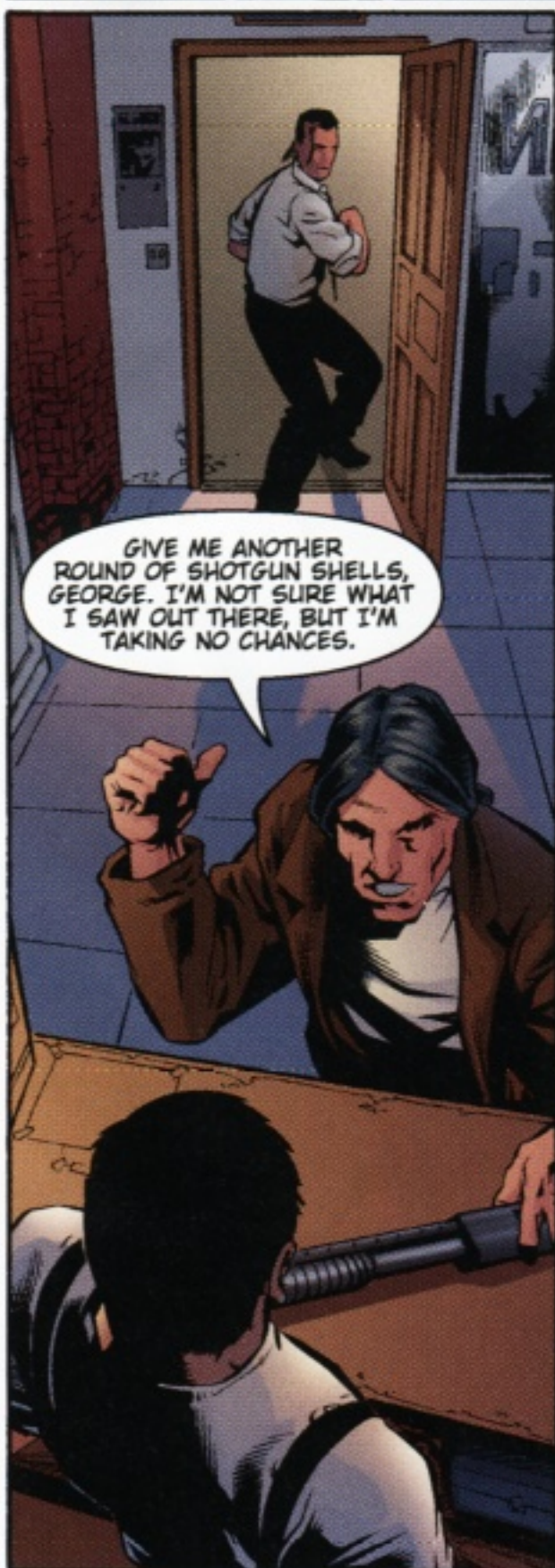
GO!
DOC-TOR!



















PHAM

WHAT IS
GOING ON IN THIS
TOWN? THIS PLACE
LOOKS LIKE HELL
ON EARTH.

PHAM

ONE WAY

DIRTY

地大極貝

天赤